JETIX™

ACTION MAN

ALPHA TEENS ON MACHINES

blast!

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Numbers.

SLES-54617

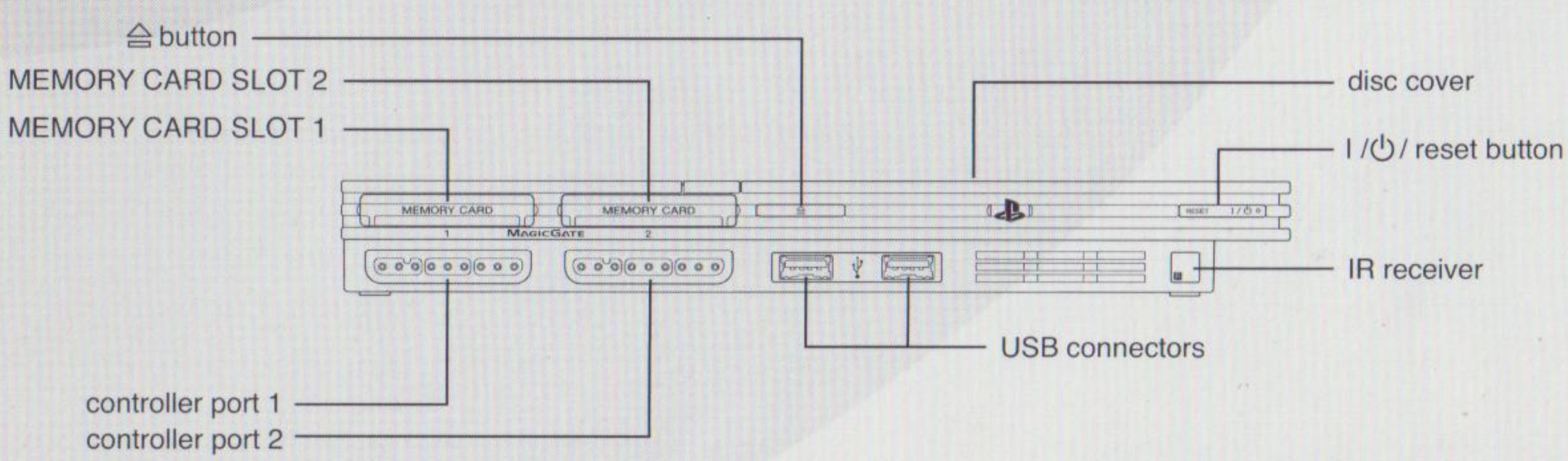
1 Player • Memory Card (8MB) (for PlayStation®2) : 83KB minimum • Analog Control Compatible: all buttons • Vibration Function Compatible

© 2007 Hasbro. A.T.O.M. Alpha Teens on Machines Programming © 2006 Jetix Europe/SIP Animation. All rights reserved. Action Man name & logo used with permission of Hasbro. JETIX name and logo © and ™ Disney Enterprises, Inc. Game software © 2007 Blast Entertainment Limited. All Rights Reserved. Blast Entertainment Limited is a subsidiary of Mastertronic Group Limited. Library programs © 1997-2007 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited. Published by Mastertronic Group Limited. Developed by Brian In a Jar Limited.

CONTENTS

Getting Started 1
Trouble in Landmark City! 2
Meet the Team! 2
Controls 3
Creating a Player Profile 4
Main Game Screen 5
Pause Menu 6
Getting Around in Landmark City 6

GETTING STARTED



1. Set up your PlayStation®2 computer entertainment system according to the instruction manual. It is advised that you do not insert or remove memory cards (8MB) (for PlayStation®2) or other accessories once the power has been switched on.
2. Please ensure you always have an analog controller (DUALSHOCK®2) inserted into Controller Port 1. Note that you will require at least 83KB of free space on your memory card (8MB) (for PlayStation®2) in order to save game information.
3. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
4. Press the ⏻/RESET button. When the ⏻ is green, press the ⏏ button to open the disc tray.
5. Insert the A.T.O.M. Alpha Teens on Machines disc with the label side facing upwards and press the ⏏ Button to close the disc tray.
6. Follow the on-screen instructions and refer to this manual for information on using the software.

TROUBLE IN LANDMARK CITY!

Welcome to Landmark City, home of A.T.O.M. Alpha Teens on Machines!

Meet Axel, King, Lioness, Hawk and Shark – five super cool teenagers who help keep Landmark City a safe and pleasant place to be.

But all is not well. Alexander Paine, the notorious master criminal, has escaped from Landmark City's triple maximum security prison and is making life hell for the city's innocent inhabitants!

Only the A.T.O.M. Alpha Teens on Machines team has the skills and super-charged vehicles to stop Paine's plans and put him back behind bars. It's time to get revved up for the adventure of a lifetime!

MEET THE TEAM!

AXEL MANNING:

Axel is the caring, level-headed leader of A.T.O.M. Alpha Teens on Machines. It's Axel's mission in life to hunt down crime lord Alexander Paine and put him back behind bars, where he belongs.

CREY KINGSTON:

Known as King to his friends, Crey is a former wrestler and a gentle giant. Don't be fooled though: he can tear through the bad guys with his superhuman strength!

CATALINA LEONE:

Better known as Lioness, Catalina might be the only girl in A.T.O.M. Alpha Teens on Machines, but when it comes to speed and agility she's way ahead of the boys!

ZACH HAWKES:

Hawk is a talented test pilot with an insufferable ego to boot. When he's not demonstrating his amazing flying skills he's winding up his friends with his outrageous boasts!

OLLIE SHARKER:

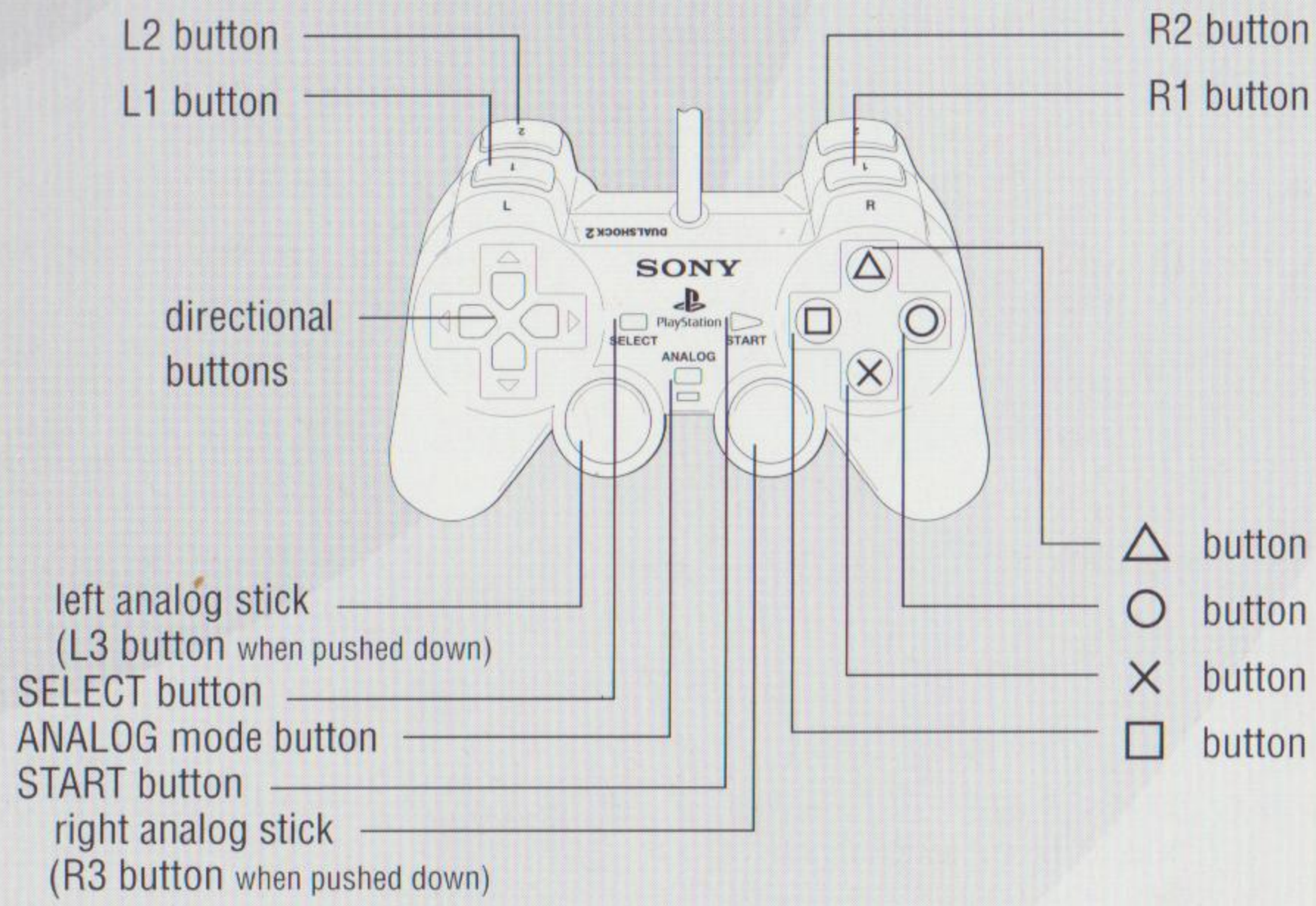
Shark is the most laid back member of the team and likes to spend his free time surfing the ocean waves. When it comes to missions at sea, nobody is better suited for the job than him!

ALEXANDER PAINE:

Paine is an evil crime lord on a mission: a mission to take over Landmark City and make it his own! Paine and his gang of cronies spell serious trouble for the Alpha Teens on Machines!

CONTROLS

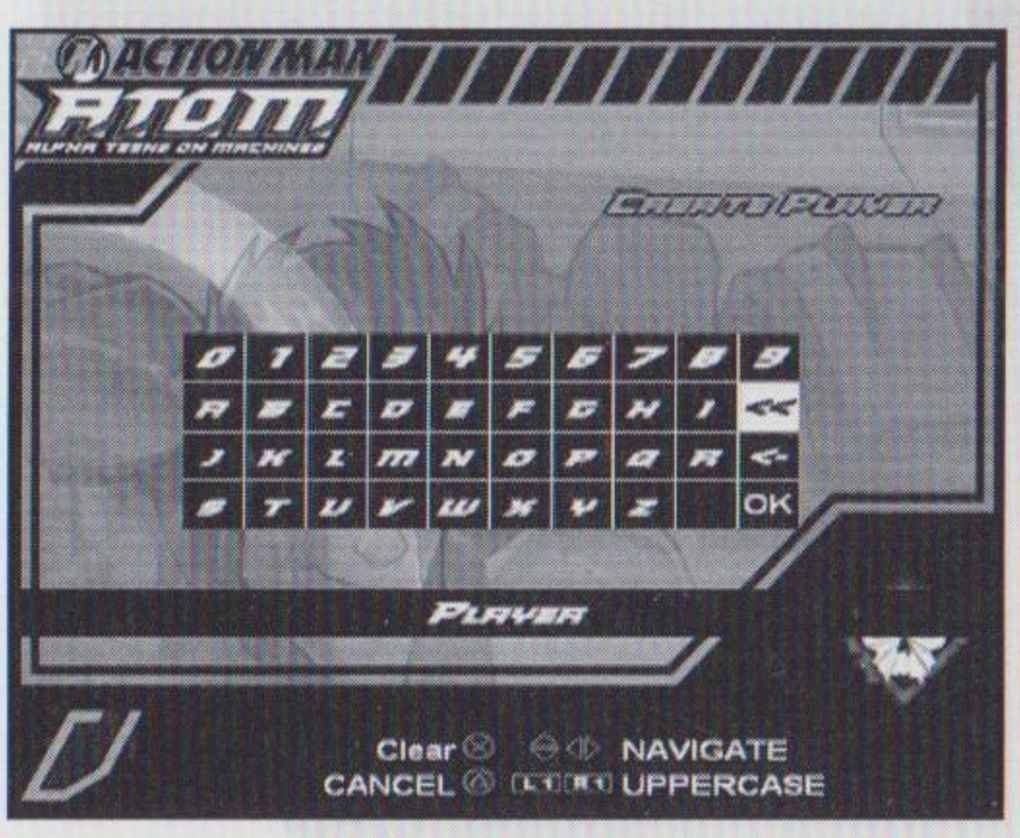
Whether you're on Axel's Thunderbike 3000 or riding King's Thunderquad, getting around Landmark City is a breeze if you follow the controls below.



Directional Buttons	Highlight menu items
Left Analog Stick	Steer vehicle
Right Analog Stick	Throttle / Brake
⊗ Button	Select menu items Throttle
▣ Button	Brake
◎ Button	Look backwards
△ Button	Exit menu
L1 Button	Handbrake
R1 Button	Reset vehicle
R2 Button	Fire
START Button	Pause the game

These are the default controls. These can be changed at the Options screen.
See page 5 for details.

CREATING A PLAYER PROFILE



When playing A.T.O.M. Alpha Teens on Machines for the first time you'll be asked to create a player profile.

Use the **Directional buttons** to navigate the onscreen keyboard and press the ⊗ Button to select the letters and symbols. Use the **L1** and **R1** Buttons to change the case of the keyboard.

When you have created your profile name, choose an inserted memory card (8MB) (for PlayStation®2) and press the ⊗ Button to save it.

Only one player profile can be stored on each memory card (8MB) (for PlayStation®2). If you wish to play the game using a different player profile you must first reset the game and insert a different memory card (8MB) (for PlayStation®2). A.T.O.M. Alpha Teens on Machines uses an **Autosave** feature to keep track of your progress through the game, so ensure you keep your memory card (8MB) (for PlayStation®2) inserted at all times!

MAIN MENU

Your mission to save Landmark City begins here. Use the Directional Buttons to move between options, the ⊗ Button to select and the △ Button to move back a screen.

Start Game

Choose this to start a new game or continue from where you left off in a previous game.

Player Profile

From this screen you can choose to turn the **Autosave** feature **on** or **off**. If you do turn it off, don't forget that the game will no longer save your progress between levels and that you'll have to start from the beginning every time you turn the PlayStation®2 off.

Options

Go here to change how the game looks and plays. In each sub-menu select **Confirm these settings** to confirm your changes and return to the Options menu.

Controls:

Change Control Type – Swap between different control set-ups. There are five set-ups to choose between. Note: all the controls in this manual refer to Control Type 1.

Vibration – Turn the vibration function on or off.

Display:

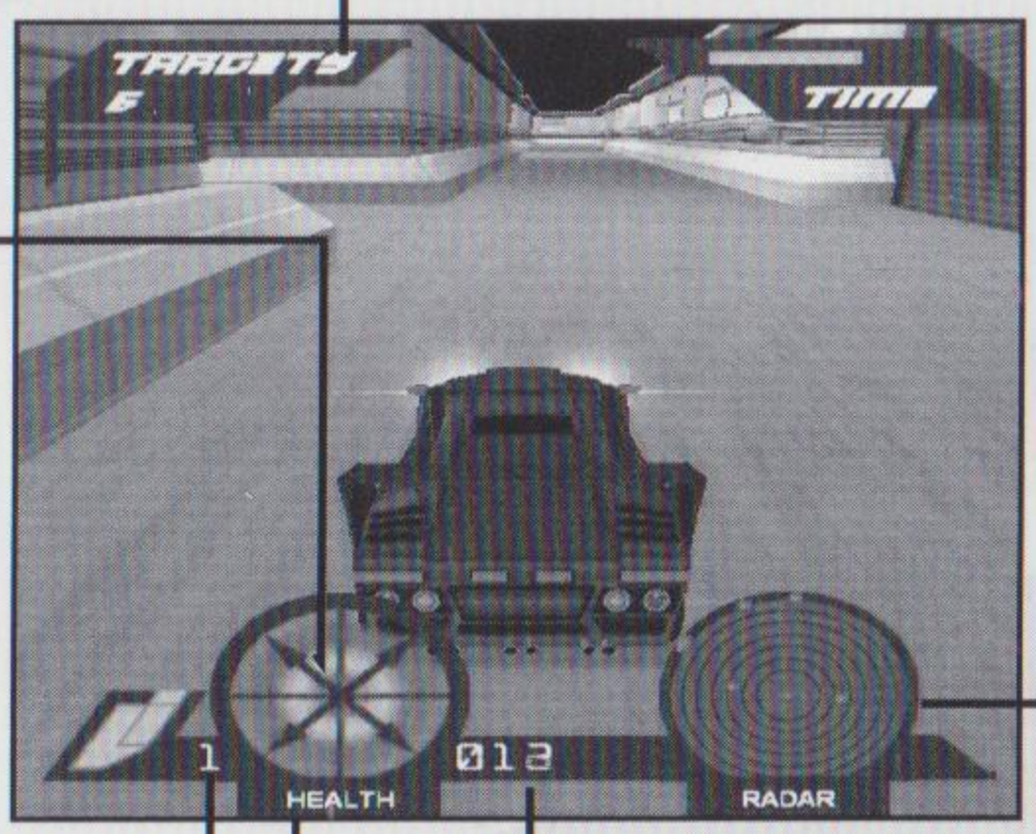
Screen Position – You can reposition the screen using the **Directional buttons**. Use the ⊗ Button to confirm the changes.

Screen Format – Switch the screen format between **4:3** and **16:9** depending on whether you're playing on a standard or widescreen television.

MAIN GAME SCREEN

This is where the Alpha Teens' crusade to bring Alexander Paine to justice unfurls.
All the information you need to complete your mission can be found here.

Mission information
The information shown here depends on the kind of mission you're performing. Sometimes it will tell you how many targets you have left to hit, other times it will display a time limit or energy bar.



Targeting sight
When this cross goes yellow it means you have a target in firing range! Fire for all you're worth!

Gear
All the A.T.O.M. Alpha Teens on Machines' vehicles are automatic, but this tells you what gear your machine is in.

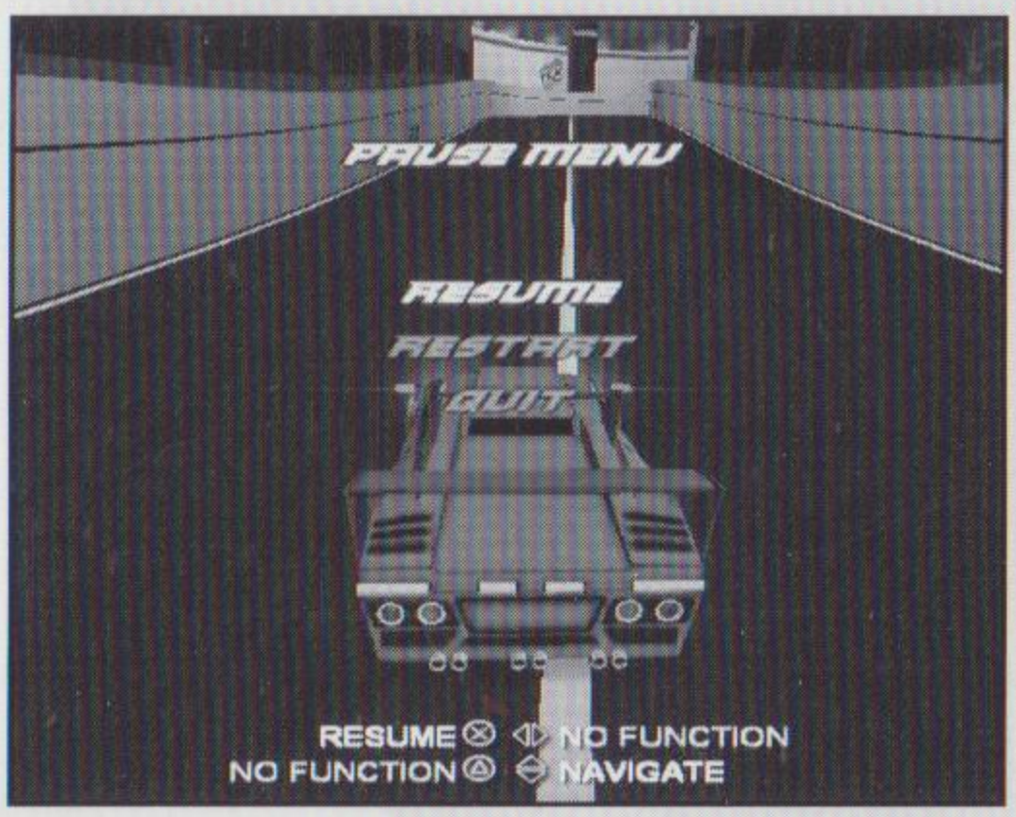
Vehicle energy
This shows your vehicle's energy. As you take damage, the coloured circle gets smaller and smaller. When it's gone, your vehicle is destroyed and the mission is over.

Speed
See how fast you're going. Great for working out how quick to go round corners!

Radar
This shows where you are in relation to civilians, bad guys and mission critical targets. For more details, see the radar section in Getting Around in Landmark City (page 6).

PAUSE MENU

To pause the game, press the **START** button at any time. This will halt the action and bring up a pause menu with the following options.



Resume – Select this to return to the action and continue saving Landmark City!

Restart – Things going wrong? Select this to restart the current mission.

Quit – Choose this option to quit the current game and return to the Main Menu screen.

GETTING AROUND IN LANDMARK CITY

Time to rev up and roll out! Below you'll find some useful hints and tips on how to put the bad guys behind bars as quickly as possible.

Mission types

Every task you perform in the game falls into one of the four following categories:

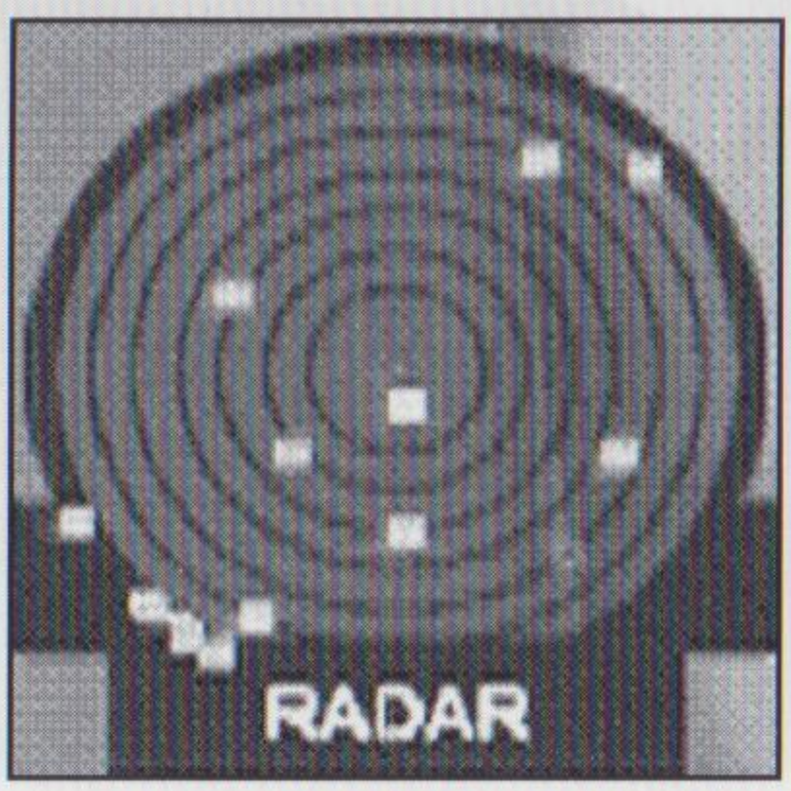
Pursuit: In these missions you must hunt down and capture or destroy a particular enemy (or group of enemies!). Keep close and make sure they don't get away!

Escape: This is the opposite of Pursuit missions. Here you must reach a safe point before Paine and his gang can take your vehicle out.

Race: These missions need to be completed in a specific time limit. Put your foot down!

Escort: Protect another vehicle from Paine's gang until it can reach a specific exit point. Don't forget to keep an eye on the vehicle's energy: if it runs out it's game over!

The A.T.O.M. Alpha Teens on Machines Radar



This useful tool shows you the location of nearby bad guys, civilians and mission critical friends and enemies. Each coloured dot represents a different vehicle as follows:

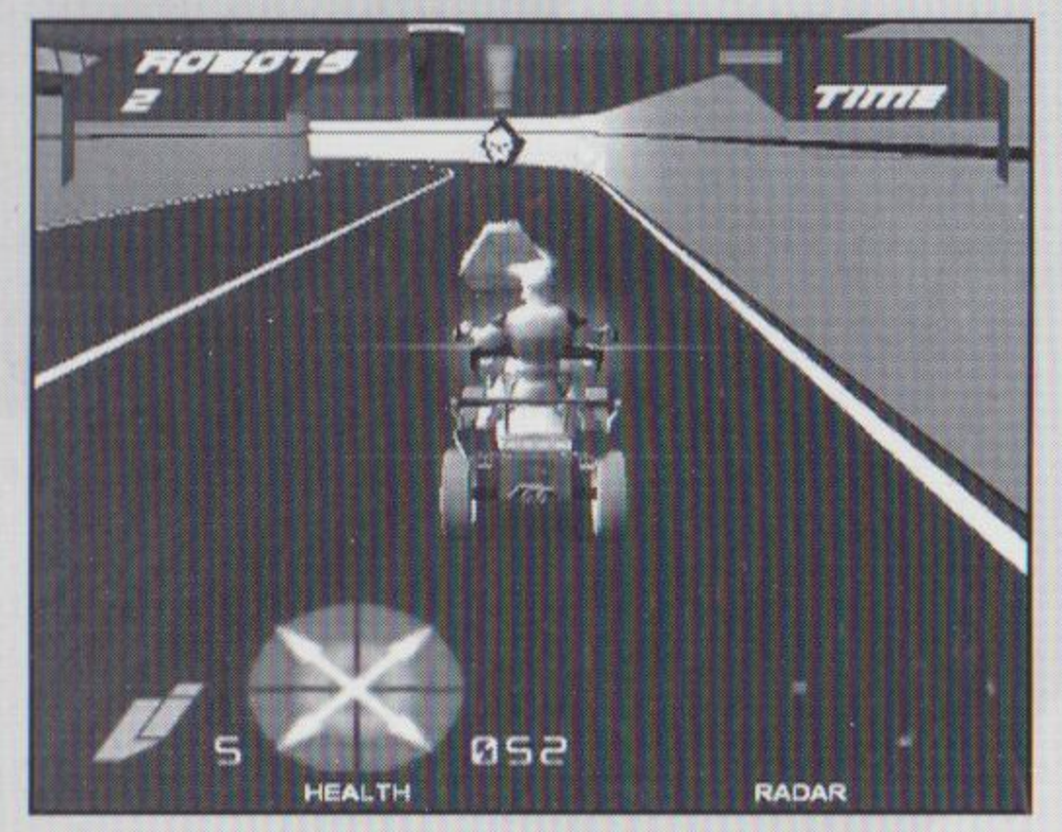
Green – Civilians

Yellow – Paine's thugs

Blue – Friendly vehicles

Red – Enemy targets

Target sighted



All your vehicles come armed with a unique targeting system that lets you know when an enemy is in range. Get a bad guy in front, wait for the targeting cross to turn yellow, then let rip with the **R2** Button!

Look who's behind you!

If you're under attack, but can't see anybody, there's a good chance you're being attacked from behind. Press and hold the ◉ Button to take a look backwards and see.

Get back on track

If you spin off the road, hit the **R1** Button to reset yourself back in the middle of the track. Be careful though – you'll use up valuable seconds!

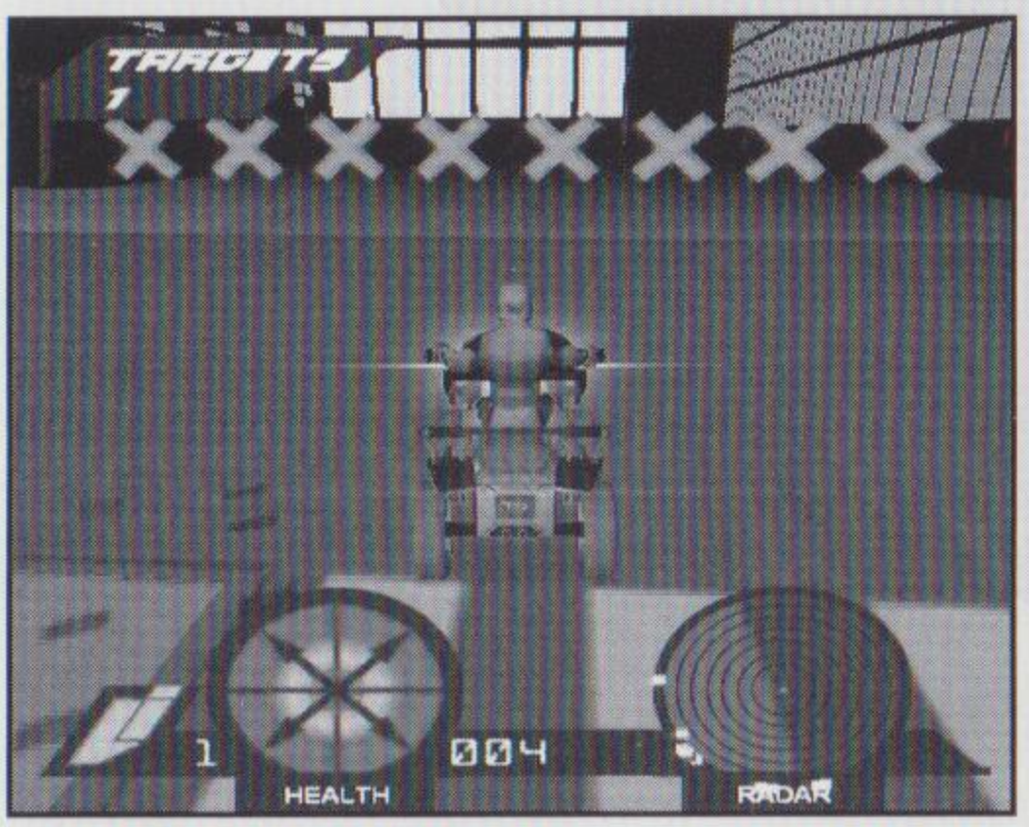
Handbrake turns

Need to get round a tight corner quickly? Hit the **L1** Button to use your handbrake. Great for catching Paine's thugs out!

Spot the goons!

Not sure which are civilian car and which belong to Paine's men? Don't worry; all of Paine's cars have a spinning skull icon floating above them so you know straight away.

No go areas!



Roads that have large red crosses across them are out of bounds and can not be driven down. Don't even bother trying: you'll just crash and look stupid!

Practice makes perfect

Every mission puts you in control of a different vehicle and member of the A.T.O.M. team. Each one controls differently so be prepared to change your tactics from mission to mission.

Technical Support

Email: support@blast-games.com

CREDITS

BRAIN IN A JAR

Programming	Mathew Gabriel
Art	Carl Dalton
	Julie Rogers
	Alex Johnson
	Richard Taylor
	Gary Trow

BLAST

www.blast-games.com

CEO	Sean Brennan
Executive Producer	Graeme Boxall
Lead Tester	Chris Gardiner
Tester	Nathan King
	Andy Lu
	Michael Darbo
Marketing	Joanne Wenn
PR	Kirsty Payne
Legal & Finance	Graham Orodje
	Sander Komijn
Production Control	Gary Winter
	Craig McFadyen
Sales	Peter Ball
	Willem Sonnemans
	James Cato
	Andy Hoskin
Legal & Financial	Nav Sunner
Technical Support	Joe Manners
	Ben Thomas
Packaging Design	Root Associates
Packaging & Documentation	Fink

Special thanks to: Garry Williams, Frank Herman Feike Dijkstra, Kees Hermans, Sandra Dekker, Andy Payne, Neil McKenna, Stuart Morton, Arthur Sobczak, David Upchurch, Harley Homewood and Mark Watkins.

© 2007 Hasbro. A.T.O.M. Alpha Teens on Machines Programming © 2007 Jetix Europe/SIP Animation. All rights reserved. Action Man name & logo used with permission of Hasbro. JETIX name and logo © and ™ Disney Enterprises, Inc. Game software © 2007 Blast Entertainment Limited. All Rights Reserved. Blast Entertainment Limited is a subsidiary of Mastertronic Group Limited.

Customer Services Numbers

• Australia — **1300 365 911**

Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Österreich — **0820 44 45 40**

0.116 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Belgique/België/Belgien — **011 516 406**

Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Danmark — **70 12 70 13**

Man-Fredag 15-21; Lør-Søndag 12-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

• Suomi — **0600–411911**

17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

• France — **0820 31 32 33**

Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Deutschland — **01805 766 977**

0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Ελλάδα — **00 32 106 782 000**

Εθνική Χρέωση. Παρακαλείστε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλισμικού των προϊόντων PlayStation.

• Ireland — **0818 365065**

All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Israel — **09 971170**

Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Italia — **199 116 266**

Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.

• Malta — **23 436300**

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Nederland — **0495 574 817**

Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

• New Zealand — **09 415 2447**

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Norge — **81 55 09 70**

Mon-Fre 15-21; Lør-Søndag-12-15. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

• Portugal — **707 23 23 10**

Contacte-nos através destes números de Assistência ao Cliente para obter asitÊncia técnica (hardware) apenas para produtos da PlayStation.

• España — **902 102 102**

Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

• Sverige — **08 587 822 25**

Mån-Fre 15-21, Lør-Søndag-12-15. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

• Suisse/Schweiz/Svizzera — **0848 84 00 85**

Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• UK (network Gaming Only) — **08702 42 22 99**

• UK (all other enquiries) — **08705 99 88 77**

National rate. Calls may be recorded for training purposes. Please call these Customer Service Numbers only for hardware support of PlayStation products.

© 2007 Hasbro. A.T.O.M. Alpha Teens on Machines Programming © 2007 Jetix Europe/SIP Animation.
All rights reserved. Action Man name & logo used with permission of Hasbro. JETIX name and logo © and ™ Disney Enterprises, Inc. Game software
© 2007 Blast Entertainment Limited. All Rights Reserved. Blast Entertainment Limited is a subsidiary of Mastertronic Group Limited.

SLES-54617

"PlayStation", "△○×□" and "DUALSHOCK" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

5051272001559